

Project Diaries

Matt

15th November

We had a meeting today to talk about project ideas and design. We only recently decided on the Monopoly idea, so we haven't had a lot of time to think about it all. We just thought about what classes to split the game into, and a bit about how they might work.

18th November

There was a bit of confusion about how the project worked, so we sat down today and discussed what happens when a user plays the game. We agreed to meet up on Wednesday to play a real-life game of Monopoly with a real board.

21st November

Unfortunately I couldn't come to the game of Monopoly, due to tonsillitis. I heard it went on for a very long time, though.

23rd November

We have a bit of code that isn't very object-oriented at the moment. But at least we have some code! That's the main thing. Milto suggested that we use an Agile approach, so that's what we're going with.

26th November

I'm working on the Player class. It seems a lot simpler than the other classes, so I'm a bit worried. Hash and Milto have to do a lot more complex stuff than me, like reading in from files, so I want to do more work. I added a Dice class too, but that was trivial.

Hashim

15th November

Monopoly seems like a cool idea. UI stuff might be fun. Milto wants to do visual stuff, so maybe she'll do that. Totally stoked for the project, though.

18th November

Meeting was OK. Not much to say, we've got a lot of work to do. I'm on the card class, so I'm going to do a bit of work on it tonight. Would be fun to put a couple of Star Trek references in there.

21st November

Noooooooooo! The Monopoly game went on for 4 hours! We might have learnt a couple of things about

implementation details, but to be honest the time could have been better spent on other things.

23rd November

So this is how Captain Picard felt when he became one of the Borg. The team is working well, but I feel really drained. Understanding the code is hard, but Milto and Matt are really explaining stuff to me well.

26th November

Still sore after kickboxing on Sunday, but managed to get some work done on the Card class. Realised I have to change it after today's meeting, though. Nooooooooo!

Milto

15th November

We had a meeting and discuss a little bit the design.

16th November

Think about the design and how a Monopoly game can be possible.

18th November

We discussed how the program works and divided the program into tasks. I am doing the board and anything that relates to properties.

The same I started writing the board class, because it is required by my group mates.

19th of November

Wrote many empty classes and linked them together. It is important to have a working program that everyone will keep adding on it. Now Hashim and Matt can extend my program and work on it.

20th of November

Modified the program such that it reads the information about the tile from a file. This will increase the flexibility of the program. Another board maybe used in the future.

21st November

We played a monopoly game to better understand the game.

23rd November

We discussed our progress and decided to simplify the game, implement the basics and add more rules later. I also spend some time with Hash explaining him how his program will be linked with mine. The idea is really basic, everytime a Player lands on a tile a method action is called. Community chess inherits from tile, so a method action should also exist.

24th November

Keep adding bits and pieces on the program. Finished reading and saving everything from the board file. The prices of houses and rents are now saved.

26th November

We had another meeting, discussing how Class and Player will be integrated with the rest of the program.

Later Worked with Hashim and merge our code. I am glad it works fine!

5th of December

Modified Matt's Player and Game class, such that a PlayerManager class exist. This will make trading properties easier (even though it haven't been implemented at the end. It is a future work).

6th of December

Add Jail related functions to the program. Now a player can go to the jail and cannot get out unless he either pay 50 or roll doubles. There still a small problem with that. He can stay in Jail forever if no doubles are rolled. I will fix it later

7th December

I implemented the group relation classes. Now the properties are grouped. This is done because the player can only buy houses if owns all the properties of the same colour.

9th of December

Fixed the jail problem I had.

10th of December

I wrote everything that related to buy houses and improve the user interface.

11th of December

Fixed an segmentation fault detected by Matt. It was something stupid, a variable I had accidentally changed, but it took me a while to fix it.

12th of December

I read documentation and help a little with a diagram.